Jonai Javian

! Attention !

This Hero Book contains many secrets that should not be revealed until it is time.

Do not read any of the entries within unless you have been instructed to do so!

When you do read an entry, you may either read the contents aloud to the other players or keep them to yourself.

See "Reading Your Hero Book" on p. 26 of the Rules Reference for instructions on how to use this book.

Jonai's vision

"You do not know your heritage, only that as a baby you were exiled from the Breach into Agemonia. The only one of your kind, sworn to protect the innocent. Infused with the power of aiun, you still manifest their shadows.

The secret to your past lies in the crown you have lost. By finding the crown, you can unlock the mysteries of your past. Look for the crown in Runedale, at the xi-noq's shop. For now, the one you wear is merely a ghost of it.

In your ignorance you still know much. For you have already been trained by a Keeper of the Breach in Ambergate, the one you called Pebble. He told you your mission is to fight demons, not common criminals. Who controls the slums is irrelevant when the demons of the Breach attack. You need to learn to let go. For above all, you yourself must now become a Keeper of the Breach."

Gain Item card 137 "Ethereal Crown ★☆☆".

Level 1 · A Stranger In Runedale

As you enter Runedale, people stare at you even when you try to hide your face. They have never seen anyone like you; no one has. You are used to being gawked at and called names; it does not bother you anymore. Not much, anyway.

You came here to find a xi-noq who bought your aiun helm from the gangster, Goodwife, in Ambergate. She, in turn, had stolen it from your home when you were just a child.

There is only one xi-noq living in Runedale, so that part of the mystery is easy enough. Riabo sells magical artifacts in the part of the city called the Exalted Bank. You enter Riabo's Reliquary, but find the place in disarray: rare objects fly lazily in the air, open jars are strewn about, spewing colorful dust every which way, and Riabo itself levitates upside down on the ceiling, trying to control the chaos.

"Oh, thank the Trinity you've come," it says as it sees you. You have seen precious few xi-noq before, but they have all come in threes and been considerably smaller than Riabo. It floats down in a slow curved spiral, arriving in front of you, still levitating slightly above ground.

"You are not Sergeant Sagittarion of the Runedale City Watch," it says.

"Obviously," you reply.

"It has been a long time since Riabo has seen one like you."

"You've seen others like me?"

"No time to explain. Riabo's shop was attacked. Demon worshipers stole a valuable Cube of Gravity and now the whole place is a mess."

You explain that you came to ask about a helm Riabo bought some fifteen years ago, but it is busy with the situation in its shop.

"It is no helm, it is a crown. You get Cube of Gravity back, Riabo talk to you about the crown," it says, running up a wall.

"Who took it?"

"Draewiss Wrathclaw, a demon cultist." Riabo then tells you the cult is hiding in a town palace of House Wrathclaw.

You approach the town palace which is adorned with the symbols of House Wrathclaw: the spider and the smaller of Agemonia's two moons. Despite the guards posted outside, you soon determine the demon cultists have a ritual hall on the second floor. They are there right now.

But how will you retrieve the Cube of Gravity?

Choose one:

A: *Charge at the guards and try to get to the cultists as quickly as possible.* » 33

B: *Sneak in and try to grab the cube once the cultists have gone.* » 22

C: Receive 1 fewer in this City step » *Carefully pick off the guards and cultists one by one before entering.* » 03

City Activities · Level 1

» **Once per City step** » *Fight crime.* » 06

» **Once only** » *Ask Riabo about your heritage.* » 12

Level 2 · The Collector

Riabo sold your crown to a merchant who lives near Cadfael Fortress.

You have managed to do some research before approaching her so you know she has specialized in doing business with the ignisaurs of the Megeian Empire. You were too poor to go to school, but find out Megeia occupies many xi-noq areas. She delivers ignisaur produce to the Round Market and Runedale's shopkeepers, sometimes even the odd xi-noq artifact. Apparently, she was supposed to equip a ship for Megeia last month, but that has been delayed for some reason.

You stalk her house day and night. She is a tall nihteegri woman wearing her hair in horn-like buns and dressed in clothes made of fine ignisaur fabrics with moving patterns. One night, you notice her sneaking off to the Pit, an underworld den. You follow her in and find her buying rare hallucinogenic dream eggs and eating one of them right there. She is a drug addict!

As she staggers home, you have a chance to make your move.

Choose one:

A: *Attack her and question her forcefully.* » 35

B: *Spy on her.* » 02

C: *Show yourself and tell her not to do drugs.* » 38

City Activities · Level 2

» **Once per City step** » *Fight crime.* » 42
(other Heroes may also choose this activity at the same time as you if you wish)

» **Once per City step** » **Discard any two Herb tokens** » *Trade herbs with Riabo for a magic potion.* » 11

» **Once only** » **"A Merchant's Hatred" not written in your Hero Journal** » *Visit the nihteegri merchant to ask about your heritage.* » 24

Level 3 • The Tower Of Justice

Bad Baetha has your crown. Or at least, he got it from the merchant in exchange for drugs. As the leader of the Razor Vespirs you cannot simply go up to him and demand the crown back. On the other hand, this is one fight against common criminals your old mentor, Pebble, might approve of.

You have spent weeks observing the Razor Vespirs. They work under the Shroud, who have their headquarters in the Pit, but the Razor Vespirs work mostly in the Northgate District.

You build a small headquarters for yourself on the roof of the burnt and ruined Tower of Justice. It is a common saying among Runedalians that the tower's derelict condition reflects the state of justice in the city. Let it now reflect a different kind of city, where crime gets punished and justice wins over lawlessness!

Spying on the Razor Vespirs and Bad Baetha, you find their headquarters are in the cellars under a workhouse. The cellars, sewers, and caves under the city are rumored to all be connected, so perhaps Bad Baetha has underground meetings with Tan Gunagill somewhere.

You choose to attack the Razor Vespirs when there are not too many of their soldiers present. Disguising yourself in your hooded cape, you approach the workhouse and kick the guard out of your way as you enter the Vespirs' den.

Bad Baetha, himself, is there; a nihteegri man wearing your crown. He is pointing a crossbow directly at you, as are many of his soldiers. They were expecting you! But how?

"Heaven protect," Bad Baetha says, the crown glowing as it senses your presence. "I've seen you about town, but I've no idea what you are or where you come from. I thought you were a demon, so I asked a friend of mine..."

From the shadows appears a figure you recognize: Draewiss Wrathclaw, the Dark Bishop of the Jade Tendril! What is she doing here?

"The freak is no demon," she says. "She is a mortal and can be killed."

Other demon worshipers join her and together they chant some horrible spell which turns the Razor Vespirs' arrows into poisonous snakes.

You must get the crown!

"Shoot!" says Bad Baetha, softly, but confidently.

Forget the crown for now, you have to save your purple skin!

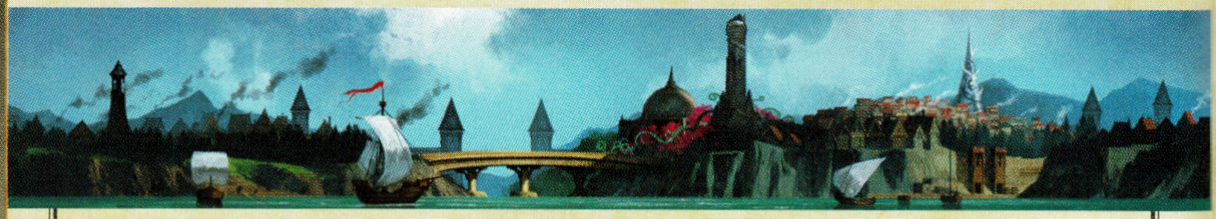
5 +2 (Shield +1)
SUCCESS » 21 | FAIL » 07

City Activities • Level 3

» **Once per City step** » *Fight crime.* » **42**
(other Heroes may also choose this activity at the same time as you if you wish)

» **Once per City step** » **Discard any two Herb tokens** » *Trade herbs with Riabo for a magic potion.* » **11**

» **Once only** » *Upgrade your base of operations in the Tower of Justice.* » **18**



Level 4 • A Surprising Proposal

You find two drug dealers collecting a debt from an old pattangan man and grab them by their tunics. You knock one of them unconscious as the pattangan scutters off. The other drug dealer is about to put up a fight when she recognizes you.

"It's you," she says. "Jonai the Judge, right!"

You tell her just Jonai is enough.

"Anyway, I've a message for you. If you can just unhand my shirt..."

You let go a little, but are alive to any sudden movements.

The gangster takes a step back and tells you that Bad Baetha would like to meet you.

You tell her you do not trust him.

"Nor should you, but he says if you do want to talk about some helmet, you can meet him in front of Cadfael Fortress at noon, tomorrow."

You tell her the message is received and let her go.

That night, you ponder on whether to meet with Bad Baetha or not. This could be a setup, but you do want that crown, as it is the only thing linking you with your people, whoever they were, or are.

You climb up the statue of Mazurak well before noon and wait in hiding for Bad Baetha to arrive. Two gangsters come and check the plaza, but they do not see you. They leave, and soon bad Baetha comes, alone. Perhaps he does want to talk.

You let him wait a while before you reveal yourself.

"Heaven protect," you greet him, standing on the snake.

He is startled at first and then looks up, squinting his eyes as the sun is directly behind you.

"So, I've asked around about you," he says, "and it looks like you've been getting into all sorts of business connected to the amethysts and the warlocks and the rebels and who knows what. I heard about your fight at the dock, by the way. Impressive."

You ask him what he wants.

"It's not what I want. It's what you want. You want the shining helmet, right? Now, I'm prepared to give it to you."

"If..."

"If you come work for me."

"Nay, I will not."

"Very well, have it your way," he says, and turns to leave.

You gnash your teeth because you need the crown and you know he knows you need it, too.

He is walking away.

You reach out with your three-fingered hand and yell, "Wait!"

Choose one:

A: Spend 15 » *Offer to buy the crown.* » **25**

B: *Pretend to agree to work for him.* » **01**

C: *Force him to give you the crown.* » **37**

D: with the Shroud » *Tell him you know Tan Gunagill.* » **39**

City Activities • Level 4

» **Once per City step** » *Fight crime.* » **42**
(other Heroes may also choose this activity at the same time as you if you wish)

» **Once per City step** » **Discard any two Herb tokens** » *Trade herbs with Riabo for a magic potion.* » **11**

» **Once only** » *Pray for your dead foster parents.* » **13**

Level 5 • Crime Is Rampant

Runedale is in the grips of the Pennarks who care little for the common folk. Crime is rampant and there is no one to defend the Runedalians. No one, except you.

You observe the city in turmoil from your watch post on top of the Tower of Justice. Bells are rung and cries for help come from all over.

An ophira butterfly lands on your arm, carrying a message from Sergeant Sagittarius. He is in hiding, but begs for your help to protect the good folk of the Secular Bank from the Razor Vespir looters. Bad Baetha is said to have personally robbed many of the booths in the Round Market.

You put on your crown and descend into the tunnels below the tower which you can use to access almost any place in Runedale.

But before you get to the Secular Bank, you run into a street urchin who sometimes helps you.

"Jonai!" he yells. "Come quick! Demon worshipers have attacked the Exalted Bank! The cosmographers and the warlocks can take care of themselves, but the people need your help!"

You cannot be in two places at the same time, at least, not on purpose.

Should you fight the common criminals or the demon worshipers?

with the Jade Tendril and the Shroud » *Join in the looting.* **» 04**

with the Jade Tendril, but not with the Shroud » *Fight Bad Baetha.* **» 23**

with the Shroud, but not with the Jade Tendril » *Fight Dark Bishop Draewiss Wrathclaw.* **» 30**

Otherwise, choose one:

A: *Fight Dark Bishop Draewiss Wrathclaw.* **» 30**

B: *Fight Bad Baetha.* **» 23**

C: *Fight both of them at once, even though it will be very difficult.* **» 15**

City Activities · Level 5

» Once per City step » *Fight crime.* **» 42**
(other Heroes may also choose this activity at the same time as you if you wish)

» Once per City step » Discard any two Herb tokens » *Trade herbs with Riabo for a magic potion* **(ignore with House Pennark requirement). » 11**

» Once only » Discard a Dream Egg token » *Eat a dream egg while wearing the crown.* **» 19**

Story Entries

01 Bad Baetha's Test of Trust

Drugs killed your mother, and your girlfriend Celestia is still addicted. That is why you have spent so much time fighting crime and especially drug dealers. You would never work for Bad Baetha, but he does not have to know that.

You climb down from the statue and say that you agree.

"I knew you'd see reason," he says, and puts his hairy arm around your shoulders. "Now, you must be wondering: how can I trust Bad Baetha? And I'm not sure if I can trust you. Do you see my conundrum here?"

You do not like where things are going, but walk with him nevertheless. You leave Mazurak Plaza and enter a street on which you see several other Razor Vespirs. One of them holds a wooden box which, you are sure, has your crown.

"Each one of my boys and girls would kill for me, and I for them. In fact, all of them already have killed for me."

"Let me guess, somebody owes you money and you want me to kill them," you inquire.

He laughs. "I knew you'd get the hang of it. Only they don't owe me money, as such. I want you to kill the Dark Bishop's brother."

"I thought you were allies," you say.

"Allies one day, enemies the next. Isn't that what they say?"

You have never heard that before, but then, you are not a gangster, or are you?

Choose one:

- **A:** *Kill Dastro Wrathclaw.* » 20
- **B:** *Attack Bad Baetha and his gangsters.* » 41
- **C:** *Try to grab the crown and run.* » 28

02 Spying on the Addict

You follow the merchant back home. A drunken man tries to make a pass at the barely conscious woman but you push him away, disappearing back into the shadows before the merchant sees you.

She walks past Cadfael Fortress and eventually manages to get home, where a servant opens the door for her. You sneak in through the back entrance.

The house is full of strange items: a golden religious mask, flagons of green liquid, strange little trees, and elaborate tapestries. You have no idea what part of Agemonia they are from.

She climbs the stairs into her office where she places the dream eggs in a locked cabinet and then retires to her bedroom. She is soon snoring and you see your chance to steal her keys and open the cabinet.

You do not want the dream eggs, just her bookkeeping. Sure enough, there is a note saying she bought the magical helmet from Riabo and gave it to Bad Baetha in exchange for drugs.

Just then, you hear the soft footsteps of a fat gric walking in the corridor outside the room. It might alert the servants of your presence!

4 +2

SUCCESS » 32 | **FAIL »** 16

03 Picking Them Off

You stalk the Wrathclaw Palace and note the cultists going in and out. After a few days, you learn the routes they take and the weaknesses they have.

Then, when you are ready, you act!

Wearing a heavy cape to disguise yourself, you throw one of them into the river. Another you dump in the ruins of the Tower of Justice. A third one you tie up and hang from a lamp post. Before the day is over, their key people are out of the way.

Wearing a robe and hood you took from one of them, you enter the Wrathclaw Palace, speaking the passwords you have overheard. You climb the stairs to the ritual hall and meet Dark Bishop Draewiss Wrathclaw holding the Cube of Gravity.

"In Graznak's name," she curses, "what took you so long? Where are the others?" You tell her they have need of her, downstairs, hoping she leaves you up here with the cube.

The Dark Bishop eyes you with suspicion.

"Did they? Tell me, what is our plan again?"

"Um. To bring demons into this world and destroy it, of course," you tell her.

She is not buying it. You grab at the Cube of Gravity and try to wrestle it from her hands!

3 +2

SUCCESS » 40 | FAIL » 09

04 The Dark Avenger

For all your life you have been told to protect the innocent from crime and to fight demons and their worshipers. And you have obeyed.

No longer.

Aiun and the ancients will not dictate your actions any longer. You are no longer a pawn of higher powers, you are the power.

You will show Runedale the true power of Jonai Javian and her Breachwalker Crown...

Gain 10 .

Write "Wanted" in your Party Journal.

05 A Perfect Escape

The stranger finds Dastro's corpse and screams, but by then you are already far away, jumping from rooftop to rooftop.

You return to Bad Baetha and give him a tuft of Dastro's hair and his signet ring.

"Well done," he says and gives you the crown.

Replace Item card 137 "Ethereal Crown ★☆☆" with Item card 138 "Breachwalker Crown ★★☆".

» 14

06 Fighting Crime

Runedale is rife with crime. There are pickpockets in the Round Market, drug dealers in the Northgate District, illegal fights at the Pit, and even rebels plotting the city's downfall.

You put on your dark hooded cloak and stalk the streets at night, looking for criminals. When you see them harassing common people, you take them out and give them a taste of justice.

Roll a Counter die and consult the following table:

0 » *While saving the innocent, you get badly beaten!* **Gain an Injury card.**
1-2 » *You are wounded.* **Suffer 1 damage.**
3-5 » *The people are thankful for being saved.* **Gain an Achievement gem.**
6-8 » *You save a priest who says a prayer for you.* **Gain 2 and .**
9-10 » *The family you saved gives you a reward.* **Gain 5 .**
» *You happen to save a wealthy merchant.* **Gain an Enchanted Silk .**

07 A Chaotic Escape from the Razor Vespirs

You turn and run as the gangsters fire their crossbows at you. Several bolts pierce your cloak and one hits you in the knee. It is difficult to climb the stairs with an injured leg, but you manage to get to the top before the gangsters catch you, and then push the injured guard down the stairs, slowing the gangsters' ascent.

You close the door and barricade it with whatever you can find. It will not hold them for long, so you do your best to hide in the crowd and eventually escape from them.

3

If you suffer any damage from this check, gain an Injury card.

08 Nay To Drugs

The merchant starts to cry.

"I know you're just a hallucination, but you're right. It's my conscience telling me I should stop."

You hold her as she cries.

"I'll throw out all of these star-shunned eggs! I wish I'd never met Bad Baetha."

You recognize the name as the leader of the Razor Vespirs, a criminal gang in Runedale.

"When I paid him with that xi-noq blade, I promised myself that was it, but then I gave him that magical helmet, too! Oh, I quit! You're right! Thanks, hallucination!"

She throws the dream eggs on the ground and stomps on them before running home.

Now you know who to spy on next: Bad Baetha!

Gain an Achievement gem .

09 A Surprising Rescue

"Tendril. How dare you defy me?"

The nihteegri noblewoman is covered in gray fur but her eyes burn almost red and her teeth seem sharpened.

She ties you down on a sacrificial table as her servants light black candles. This will not end well. The Dark Bishop picks up a long dagger and the cultists start to chant. She stands in front of you, raising the dagger to strike.

Just them, a great wind blasts the windows open, blowing out the candles. Riabo hovers in through the window. It throws a potion at some of the demon worshipers and a green cloud appears, making them cough their lungs out.

The Dark Bishop stares in surprise at Riabo long enough for you to kick the knife out of her hand. Riabo attacks the Bishop and, grabbing the falling knife, you cut your ties with it.

Riabo floats over to the Cube of Gravity and puts its hands on the magical object. All the demon worshipers are pulled into the air. You escape with Riabo.

"How dare you?" the Dark Bishop yells after you, "I am Draewiss Wrathclaw!"

You flee back to Riabo's Reliquary. You lock the door while Riabo resets the gravity to its original state. It is still not what you expected: walls are still used as floors, corridors twist and loop, Riabo still levitates, but at least things are where they are supposed to be.

"You did good," Riabo says. "Now Riabo will tell you of the crown."

Lose 3 ○.
» 26

10 Buying the Crown

Bad Baetha motions for one of his crew to bring him a box which does, indeed, contain your crown.

You hold the agreed amount in your hands. Bad Baetha places the box at the foot of the statue and you throw your payment a little further off. He goes for the money and you climb down and take the box.

Replace Item card 137 "Ethereal Crown ★☆☆" with Item card 138 "Breachwalker Crown ★★☆".
» 14

11 Riabo's Potion

Riabo has asked you to bring it herbs if you happen to come by them on your adventures. Now that you have, you bring them to the Reliquary.

"Oh, this makes Riabo happy! Go on, pick any potion as a reward!"

Gain any 1 Potion Item card sold at Riabo's Reliquary.

12 Riabo's Recollection

You visit Riabo and ask if it has seen people like you before.

"Yes," it says, but then says, "No. Not exactly."

You ask it to explain.

"Pictures of people like you, yes. Statues, yes. Live ones, no. But Riabo was once connected to the Song of the Xi-Noq and Riabo knows the songs of how your kind once visited the xi-noq and helped us fight against the demons. But that is long ago. Your kind abandoned the xi-noq. But now you have come back. Why?"

You have no explanation for Riabo.

Write "Riabo's Recollection" in your Hero Journal.

13 A Candle For the Dead

At dusk on Mazurak Day, you walk to Anglers' Pier where you meet with several other pagans who live in the city. The old religion is outlawed, so you rarely practice it openly, but this is an important festival for remembering the dead.

The custom here is similar to Ambergate: you bring two small wooden cups, the size of your palm, and put a candle in each. You light the candles, one for your foster mother and another for your foster father. You place the candle boats into water and the river takes them far away into the realm of the goddesses. You can feel your parents protecting you, even here.

Gain an Inspiration gem **.**

14 The Breachwalker Saga

You hold in your hands the crown which was with you in the basket in which you arrived in Ambergate from the Breach and which was stolen from your home all those years ago. Finally, you have it again.

You tremble as you put it on.

It feels good and you feel powerful.

Suddenly you feel small, like a child, like a baby.

You are being held by a purple woman, the first of your kind you have ever seen.

"My child," she says, "our world is under attack and we cannot save it. We cannot even save ourselves, but we can save you. The memory of our people lives on in you, Jonai."

Besides the one who must be your mother are others like you, all women, all wearing capes and crowns similar to the one you now have, protecting them, protecting you.

She places you in a basket next to the crown and the cape.

"Our people were created by the ancients to wage war against aox and the demons. That has ever been our mission, but we have all but failed. The demons have already conquered most of the Breach and even this part will soon be taken. That is why we send you to safety on the other side. The fates of the two worlds now rest on your little shoulders."

Your mother's eyes are filled with tears as she speaks these last words and pushes the basket away into a nearby amber portal.

And with that the flashback ends. You finally know who you are.

Gain an Inspiration gem.

If you have "Riabo's Recollection" in your Hero Journal, gain .

If you have "Collector's Wisdom" in your Hero Journal, gain an Achievement gem.

15 The Villains United

The Jade Tendril cultists are looting houses for valuables and kidnapping people to be sacrificed. You grab the cultists' attention by kicking and punching them and they leave the citizens alone to concentrate on you. You draw them to the bridge over the river and into the Secular Bank. There, you see drug-fueled Razor Vespir gangsters attacking people just for fun. You attack some of them, making the rest follow you.

The gangsters and the cultists all chase you into the narrow bridge leading to the Northgate District. You have them right where you want them.

They are soon joined by Bad Baetha and Dark Bishop Draewiss Wrathclaw.

"Jonai Javian, you better leave before you get hurt," Bad Baetha says.

"I won't leave here before I have beaten the evil out of all of you," you tell them.

"I was hoping you'd say that," the Dark Bishop says, and a huge demon appears from behind her.

All of them attack you.

Add your and together and make an Active Ability Check with a number of Action dice equal to this total +2

10 or more » 27

9 or fewer » 36

16 The Gric Notices You

You try to stay still when the gric enters the room. You must be nervous because you start to glow, which the pet notices. It starts to yowl loudly, alerting the guards who run into the office.

You leave the cabinet and the keys, running to the window.

The guards shoot at you as you jump down to the street below. When they look out of the window, you are already gone.

Now you know who to spy on next: Bad Baetha!

Lose 2 and suffer 1 damage.

17 Bad Beatha Fights Back

You wrestle with Bad Baetha and he pulls out a knife and stabs you. You scream in pain, but do not let go.

Gain an Injury card.

» 31

18 A Base of Operations

You often look over the city from the top of the Tower of Justice, but it is far from a home.

One of the top stories contains a room which, while burnt, is more or less intact. You clean it up and add a bed, a table, a water bowl, and a mirror. It is not much, but you could consider living there.

Write "Hideout: Tower of Justice" in your Hero Journal.

During the City step, you may place your Action Selection marker on The Tower of Justice on the city map. If you do, you do not gain the "disturbed sleep" penalty at the start of the next scenario.

19 Jonai On Dream Eggs

You sit comfortably on your post on top of the Tower of Justice. You put the Breachwalker Crown on and can feel your power growing. Then you take a dream egg and look at it. Is this a bad idea? Probably. Drugs destroyed your mother and almost your girlfriend, but it might still be worth it.

You place the dream egg in your mouth.

Nothing happens.

But then you are in two places at the same time, just like when you tried blood powder with Celestia. You see yourself and the Justice Tower from a distance.

Suddenly, there is a small glimpse of another world, where mountains fly in the air, and demons reign. It is the Breach. You are in there with someone else standing beside you, but you are not scared, you are happy, empowered, victorious.

You and others like you, tall purple women with glowing crowns, stand fast on a flat rock which hurls through the Breach. Powerful music is playing with fast chords and heavy drums.

In the sky, if it is the sky, a group of frog men approach, swimming toward you wearing clothes of gold.

Before the frog men reach you, a benevolent being of light appears between you, glowing, growing, healing. It has no shape, it is an abstraction of pure light and thought. It is aiun. Everything goes white.

You blink and realize you are back in the Tower of Justice. It is dark. You have seen something beautiful.

Gain an Inspiration gem.

If you have "Riabo's Recollection" in your Hero Journal, gain .

If you have "Collector's Wisdom" in your Hero Journal, gain an Achievement gem.

Your party may gain +1 Reputation with the Keepers of the Breach.

20 Jonai the Judge

You agree to do the job.

You prepare to stalk the Wrathclaw city palace for several days, but you do not need to wait that long. The spider-web decorated gate opens and Dastro Wrathclaw, the Dark Bishop's fool of a brother, walks out whistling. He is sporting expensive clothes of black quothian silk and a fashionable haircut.

He climbs onto his togrel-drawn wagon and the driver starts driving it toward the Exalted Bank. Wearing your hooded cape, you jump onto the wagon, and while crossing the bridge, throw the driver into the river. You continue driving and take a right at Skyrender Tower, parking the wagon in a dead end.

Dastro gets out and looks around. "Wait a minute, this isn't the Dancing Ustrig!". Then he notices you. "Wait a minute, you're Jonai the Judge, aren't you?"

"I have come to deliver your judgment," you tell him, jumping down onto his tail so he cannot escape. "Star Dastro Wrathclaw, on this day in the name of the Republic of Benem, under Heaven all-seeing, for the crimes of your family, I sentence you to lose your head and tail."

"Please no, please, I'll do anything, I'll pay you, I'll..."

You cut his throat.

You stuff his body back into the wagon and climb on a roof to quietly make your escape. Just then, you hear someone walking into the alley.

5 +2 (Hook & Rope +1)
SUCCESS » 05 | FAIL » 34

21 A Tactical Retreat from the Razor Vespirs

You take a step back and close the door in front of you, crossbow bolts almost piercing the wood. You run up the stairs and out into the crowded streets of the Northgate District.

You step on a crate, then a window ledge, and jump up onto the roof of the workhouse. You start to run, and jumping from roof to roof, you manage to escape the Razor Vespirs.

You must find some other way to approach Bad Baetha...

Lose 2 and gain an Achievement gem.

22 Sneaking In to the Wrathclaw Palace

Under the cover of night and wearing a heavy cape to hide your luminescence, you sneak into the Wrathclaw Palace through the backdoor. There are a few servants and soldiers on duty, but they are easy enough to avoid.

You enter the ritual hall through a servants' entrance. It is empty, but the Cube of Gravity is on a pedestal in the center. You spot several magical and physical traps and alarm mechanisms in the hall, so you must be extremely careful.

5 +2

SUCCESS » 40 | **FAIL »** 09

23 Jonai vs Bad Baetha

The drug-fueled Razor Vespir gangsters are looting houses for valuables and attacking people just for fun. At the Round Market, you quickly kick and punch them into submission and they flee into the corridors between the stalls.

"Fancy running into you here."

It is Bad Baetha, his gang of miscreants gathering behind him.

"Let's finish this," you tell the gangsters and then you attack them.

6 +2 **(Blademaster +1)**

SUCCESS » 27 | **FAIL »** 36

24 The Collector's Wisdom

You visit the merchant nihteegri again, and this time find her much more lucid.

"Heaven protect," she says, wearing a gown of ignisaur make. She offers you Megeian cactus wine which tastes foul in your mouth, but you drink it anyway.

You ask her if she has seen people like you before.

"Not exactly," she says. "I don't suppose you've visited Giz?"

You do not even know what it is.

"It's the continent where the xi-noq live. Partly conquered by the Megeian Empire, but some xi-noqs have managed to resist both the ignisaurs and the demons. Giz is a beautiful place, full of rainforests and devices of the ancients. It was there I saw statues of women like you, with three fingers and three toes. Some of them even wore

a helmet like the one I bought from Riabo. Maybe that's why I wanted it. But you're the first live one I've seen. Where do you come from?"

You tell her you are from Ambergate.

"Ah, yes," she says, masking her embarrassment with a laugh. "No harm in asking."

You finish the wine and she tells you of her travels, but you learn nothing more about others of your kind. But there are others!

Write "Collector's Wisdom" in your Hero Journal.

25 The Price of the Crown

Drugs killed your mother, and your girlfriend Celestia is still addicted. That is why you have spent so much time fighting crime and especially drug dealers. But maybe you can give them your money, instead.

"You're a businessman, nay?" you ask him.

"Aye," he says.

"Then sell me the crown."

"You can't afford it."

"Try me."

You haggle about the price, but have to settle on fifteen stars.

» 10

26 Riabo and the Crown

You sit down in the Reliquary's back room where Riabo offers you a cup of a hot blue drink, which you refuse.

"Riabo remembers the crown well. Riabo bought it from a nihteegri woman from Ambergate with long nails painted green."

That must be Goodwife.

"The crown reminded Riabo of home. It was very valuable. Riabo sold it to a merchant who collects such items."

It gives you the name of a nihteegri woman living near Cadfael Fortress. Finally, you are getting somewhere!

Gain an Achievement gem.

27 Jonai Defeats Evil

You can take a punch, and with the help of the Breachwalker Crown, you can withstand all kinds of magical attacks. The fight is not easy, but eventually you emerge victorious.

4

Gain an Inspiration gem.

28 A Run for the Crown

You pretend to keep talking with Bad Baetha while moving closer and closer to the gangster who carries your crown. An airship fills the sky and some of the gangsters look up for just a moment, and that is when you grab the box with the crown and run as fast as you can. The gangsters throw knives and shoot their crossbows at you. You turn a corner and keep running, even though every step hurts.

5

Replace Item card 137 "Ethereal Crown ★☆☆" with Item card 138 "Breachwalker Crown ★★☆".

» 14

29 Aye To Drugs

The merchant shoves you.

"I've had it up to here with people telling me what I can and can't do. The Great Serpent take you! If I want to buy drugs from Bad Baetha, that's my business! Besides, all he wants is magic items, I'm not even paying him with money! So there's no problem."

The statue of Mazurak, the Great Serpent, is directly above you as she spews all this at you.

"Look, I can stop anytime I want to, but I happen to enjoy dream eggs. I deserve a little vacation every now and again. If all it costs me is one helmet, I'm fine with it!"

She stumbles back to her house, leaving you alone with Mazurak.

Now you know who to spy on next: Bad Baetha!

Lose 2

30 Jonai vs The Dark Bishop

The Jade Tendril cultists are looting houses for valuables and kidnapping people to be sacrificed. You quickly kick and punch them into submission and they flee somewhere behind Skyrender Tower, but then you feel an eerie wind approaching from behind you.

"So, Jonai Javian, we meet again."

It is Dark Bishop Draewiss Wrathclaw, her robes flowing in the wind. Behind her is a huge demon, perhaps commanded by her.

"Let's get this over with," you tell the Dark Bishop and then you attack her.

6 +2 ◆ **(Aox Hunter +1 ◆)**
SUCCESS » 27 | FAIL » 36

31 Bad Baetha Beaten

You push your knee against Bad Baetha's windpipe.

"Get back or he dies!" you yell to his crew. They stop.

"Now, tell them to bring my crown," you tell Bad Beatha. He hesitates, but then you press harder and he makes a hand gesture to the gangsters.

One of them approaches you holding a box with the crown. You tell her to place the box on the ground and leave.

"I will release Bad Beatha once you lot have scrammed," you tell them and they comply.

Finally, you release Bad Baetha, grab the box, and run away as the gangsters shoot at you.

Replace Item card 137 "Ethereal Crown ★☆☆" with Item card 138 "Breachwalker Crown ★★☆".
» 14

32 The Gric Fooled

You stay very still, and even though the gric enters the room, it does not notice you. After it has left, you lock the cabinet, return the keys, and leave through the window. No one will know you were there!

Now you know who to spy on next: Bad Baetha!

Gain an Achievement gem .

33 Charge!!

You grab your weapons and quickly disable the Wrathclaw soldiers standing guard outside the palace. You run through the entrance hall and up the stairs toward the hall where the cultists are. A servant girl is coming down the stairs, but she hurls herself out of your way as you charge past.

You kick in the door to the ritual hall to see a bunch of demon worshipers, their leader holding the Cube of Gravity. They stare at you, taken aback by your appearance.

"You foolish freak!" the leader yells. "I am Dark Bishop Draewiss Wrathclaw! Face the power of the Cube of Gravity!"

She points the cube at you and you feel as if someone has grabbed you by the shoulders and lifted you up. You are floating in the air, unable to charge at them!

Weapons will do no good in this situation. You start to glow with the light of the aiun, the luminous shadows of your ethereal helm and cape becoming apparent, and some of the demon worshipers recoil in fear. Even the Dark Bishop looks at you with alarm.

This is your chance; concentrate your aiun energy and take the cube!

5 +2

SUCCESS » 40 | FAIL » 09

34 Spotted!

The stranger finds Dastro's corpse and screams. Several people spot you on the rooftops and point up at you. Damn!

"It's Jonai the Judge!"

You return to Bad Baetha and give him a tuft of Dastro's hair and his signet ring.

"Well done," he says. He pretends to forget your reward, but when you remind him, he yells for one of his underlings who hands over the crown.

Replace Item card 137 "Ethereal Crown ★☆☆" with Item card 138 "Breachwalker Crown ★★☆".
Write "Wanted" in your Party Journal.
» 14

35 Beat the Addict!

As the drugged merchant walks through a dark alley, you ambush her and push her against the wall.

"What are you doing?" she mumbles. "I've already paid him!"

You lift her up against the wall and ask about the crown. She does not put up much of a fight. You tell her she is a disgrace, buying drugs from criminals.

"The stars haven't shined... shone upon me, that's all," she says. Then she looks at you and her eyes go wide. "Oh, that dream egg is really taking hold."

"The crown!" you say again, and slap her a few times.

"What crown?"

"The one you bought from Riabo."

"The helm? I already gave it to him months ago."

"To whom?"

"Bad Baetha. For the dream eggs."

Bad Baetha is a name you've heard before. He is the leader of the Razor Vespirs, a Runedalian crime gang.

You release the merchant and disappear into the night. As you leave, you hear your victim's cry, "Aye, don't thank me or nothing, freak!"

Now you know who to spy on next: Bad Baetha!

Write "A Merchant's Hatred" in your Hero Journal.

36 Whatever Happened To Ambergate's Avenger?

There is a flash of light.

A cosmographer looks at you and calls you a freak.

"My child," your mother says, holding you in her purple arms.

Cosmo Javian, your foster father, lifts you and your basket from the sea into his fishing boat.

A stone head speaks to you in a library under Ambergate. "Your kind have always stood fast against the demons."

Pebble teaches you to fight with an ignisaur bardiche.

The funeral for your foster mother is interrupted when a bunch of Dengault soldiers storm in with a cosmographer. They call you junkies and pagans.

"The memory of our people lives on in you, Jonai."

You try drugs with your girlfriend Celestia.

"You need to learn to let go."

You fight Goodwife and her gangsters.

Your mother places you in a basket next to the crown and the cape.

There is a flash of light.

You are all wet. Two korallians are dragging you ashore at Anglers' Pier. You are sorely wounded and almost drowned. You thank them and limp back home.

You are defeated, but the fight will continue.

▼ 4

If you suffer any damage from this check, gain an Injury card.

37 Jonai Smash!

Drugs killed your mother, and your girlfriend Celestia is still addicted. That is why you have spent so much time fighting crime and especially drug dealers. You would never work for Bad Baetha. Even the thought makes you angry!

You are so angry, you jump from the statue, landing right on top of Bad Baetha. You pummel him to the ground as his gangsters run from the edges of the plaza to help him.

6 +2 (Blademaster +1)
SUCCESS » 31 | FAIL » 17

38 "Drugs Are Bad."

You follow the merchant back home. A drunken man tries to make a pass at the barely conscious woman but you push him away, showing yourself to the merchant.

"Heaven... protect," she says as she sees your face. Her eyes go wide. "Oh, that dream egg is really taking hold."

"Why are you doing this to yourself?" you ask her. "Drugs are bad for you."

"What do you know about it?" she asks defensively.

"My own mother died of smoking too much blood powder," you tell her.

"Aye, blood powder's horrible stuff. Tried it once, don't recommend it. Much safer to stick with the dream eggs."

"You're only benefitting the criminals," you tell her. "I hear you were once a powerful merchant."

"I still am."

"Not if you're not in control of your faculties."

"You know, you remind me of someone."

4 +2
SUCCESS » 08 | FAIL » 29

39 A Friend Of Ours.

"Drugs killed my mother, and my girlfriend Celestia is still addicted," you tell Bad Baetha. "That's why I've fought crime and especially drug dealers like you. And yet I have already buried my reluctance, and become good friends with Tan Gunagill."

Bad Baetha takes a step back, scared.

"Tan Gunagill? By Heaven All-Seeing, I meant not to step on any toes, especially his. I'm a friend of his, too, whenever the stars are right. But no harm in asking, I suppose. Here's the helmet and I'm sure you'll send Tan Gunagill my regards."

Bad Baetha motions for one of his crew to bring him a box which he hands to you. Inside is your crown.

Replace Item card 137 "Ethereal Crown ★☆☆" with Item card 138 "Breachwalker Crown ★★☆".

» 14

40 Escape With the Cube

You run out of the Wrathclaw Palace holding the Cube of Gravity. Wrathclaw soldiers chase after you, but fortunately you are not far from Riabo's Reliquary.

You run into the fat xi-noq's shop and the soldiers run in after you.

"Quick! Give Riabo the cube," it says.

You throw the cube to Riabo, who immediately activates in and the pursuing soldiers are pulled up into the air, unable to get to you. You disarm them of their weapons and drag them out of the shop.

"You did good," Riabo says. "Now Riabo will tell you of the crown."

» 26

41 Bad Baetha Betrayed

You pretend to keep talking, but when the gangsters' attention is diverted for just a second, you punch Bad Baetha in the belly and wrestle him to the ground. One of the gangsters throws a knife into your side and the others immediately rush to help their boss.

4

If you suffer any damage from this check, gain an Injury card.

6 **+2** **(Aox Hunter +1)**

SUCCESS » 31 | FAIL » 17

42 Fighting Crime

If multiple Heroes are performing this city activity, you must read this section aloud to them.

Runedale is rife with crime. There are pickpockets in the Round Market, drug dealers in the Northgate District, illegal fights at the Pit, and even rebels plotting the city's downfall.

You put on your dark hooded cloak and stalk the streets at night, looking for criminals. When you see them harassing common people, you take them out and give them a taste of justice.

Each Hero performing this city activity rolls a Counter die and consults the following table:

(+1 for each other Hero performing this city activity. A result over 10 counts as a)
0 » *While saving the innocent, you get badly beaten!* **Gain an Injury card.**
1-2 » *You are wounded.* **Suffer 1 damage.**
3-5 » *The people are thankful for being saved.* **Gain an Achievement gem .**
6-8 » *You save a priest who says a prayer for you.* **Gain 2 and .**
9-10 » *The family you saved gives you a reward.* **Gain 5 .**
» ***You happen to save a wealthy merchant.* **Gain an Enchanted Silk .